

game pieces, which completes two squares simultaneously meeting the requirement for a zero sum. However, it is not a legal move to create two squares simultaneously where one of the squares does not meet the requirement for a zero sum.

When a round terminates wherein no player is able to lay down a game piece, the draw pile is exhausted, and no player has "gone out," each player determines the total number of fire indicia added to the total number of water indicia on all of the game pieces left in his/her hand, and the player with the lowest number wins the round. The player's score for the round is determined by the total number of fire indicia added to the total number of water indicia on all of the game pieces left in the other players' hands, minus the total number of fire indicia added to the total number of water indicia on all of the game pieces left in his or her hand.

While a particular zero-sum tiling game has been shown and described as preferred, other configurations and methods could be utilized, in addition to those already mentioned, without departing from the principles of the invention.

The terms and expressions which have been employed in the foregoing specification are used therein as terms of description and not of limitation, and there is no intention in the use of such terms and expressions to exclude equivalents of the features shown and described or portions thereof, it being recognized that the scope of the invention is defined and limited only by the claims which follow.

What is claimed is:

1. A zero-sum tiling game, comprising a set of domino-like game pieces having two halves, said set comprising at least six game pieces and indicia associated therewith that may be just one of two types, wherein the indicia for at least one of said game pieces includes both said types, wherein the indicia for at least two of said game pieces includes just one of said types, wherein the indicia for at least two of said game pieces includes just the other of said types, wherein said two types of indicia associated with the game pieces are of opposite polarity, and wherein at least one of said game pieces has no indicia associated therewith.

2. The zero-sum tiling game of claim 1, wherein there are at least twenty-eight of said game pieces, wherein the indicia for at least nine of said game pieces includes both said types, wherein the indicia for at least nine of said game pieces includes just one of said types, wherein the indicia for at least nine of said game pieces includes just the other of said types.

3. A method for constructing a zero-sum tiling game, comprising:

providing for the laying down of a first domino-like game piece having a first integer number of indicia of one of two opposite polarity types, wherein said first number is greater than or equal to zero, and a second integer number of indicia of the other of said polarity types, wherein said second number is greater than or equal to zero; and

defining a subsequent move wherein a player subsequently lays down a subsequent domino-like game piece aligned with and adjacent said first game piece, said subsequent game piece having a third integer number of indicia of said one of said two polarity types, wherein said third number is greater than or equal to zero, and a fourth integer number of indicia of said other of said two polarity types, wherein said fourth number is greater than or equal to zero;

wherein it is predefined that said subsequent move is legal when the sum of said first and third numbers equals the

sum of said second and fourth numbers, and wherein, otherwise, said move is not legal.

4. A method for constructing a zero-sum tiling game, comprising:

5 providing for the laying down of a first domino-like game piece having two halves, wherein one of the halves includes a first integer number of indicia of one of two opposite polarity types, wherein said first number is greater than or equal to zero, and a second integer number of indicia of the other of said polarity types, wherein said second number is greater than or equal to zero;

providing for the laying down of a second domino-like game piece having two halves, wherein one of the halves of said second game piece is adjacent said one of the halves of said first game piece, wherein said one of the halves of said second game piece includes a third integer number of indicia of said one of said polarity types, wherein said third number is greater than or equal to zero, and a fourth integer number of indicia of said other of said polarity types, wherein said fourth number is greater than or equal to zero; and

defining a subsequent move wherein a player subsequently lays down a subsequent domino-like game piece having two halves, wherein one of the halves of said subsequent game piece is adjacent said one half of said first game piece and the other half of said subsequent game piece is adjacent said one half of said second game piece, said subsequent game piece having a fifth integer number of indicia of said one of said polarity types, wherein said fifth number is greater than or equal to zero, and a sixth integer number of indicia of the other of said polarity types, wherein said sixth number is greater than or equal to zero;

wherein it is predefined that said subsequent move is legal when the sum of said first, third and fifth numbers is equal to the sum of said second, fourth and sixth numbers, and wherein, otherwise, said move is not legal.

5. The method of claim 4, wherein at least one of said first and second numbers is equal to zero, and at least one of said third and fourth numbers is equal to zero.

6. The method of claim 5, wherein said halves are squares and wherein two of said squares are adjacent one another when they form a rectangle.

7. A method for constructing a zero-sum tiling game, comprising:

providing for the laying down of a first domino-like game piece having two halves, wherein one of the halves includes a first integer number of indicia of one of two opposite polarity types, wherein said first number is greater than or equal to zero, and a second integer number of indicia of the other of said polarity types, wherein said second number is greater than or equal to zero;

providing for the laying down of a second domino-like game piece having two halves, wherein one of the halves of said second piece is adjacent said one of the halves of said first game piece, wherein said one of the halves of said second game piece includes a third integer number of indicia of said one of said polarity types, wherein said third integer is greater than or equal to zero, and a fourth integer number of indicia of the other of said polarity types, wherein said fourth number is greater than or equal to zero;

providing for the laying down of a third domino-like game piece having two halves, wherein one of the